

help me write a script in a 3 act structure format, like a Mad Max, meets The Purge, meets The Walking Dead - Zombie Apocalypse style.

Story takes place in this current day and age. In a partial collapse of a society in a U.S Small City, zombie outbreak happen by the US Government. With a failed project, When the Government tried to raise the dead by, Digging up graves and using shocking and re- programming, And refitting artificial hearts and brains where needed. The dead bodies and corpses when dug up, Brought to secret facility were like the were in current condition, If the decomposition was too far advanced the Government, Made the too far decomposed corpses, wrapped in a artificial hairless and facial feature-less (fake looking) skin.

Project started off great, The Government dug up graves then, Raised, Shocked, Re-programmed, Re-fitted artificial hearts and brains in 10's of thousands of old decaying corpses and bodies. Project was supposed to save the Government billions of dollars and make the Government billions more dollars by giving the corpses new life, Having them live like new human beings. Working and living, Paying taxes.

Until the Government realized that they had a never stopping hunger, Becoming aggressive, Violent. Started attacking and biting then eating other people. The Government at first tried to hide this failed project, But the now Zombies escaped the facility taking off to the city. Days later after it was too late for the city's 100,000 population, The Government issued Martial Law, to try to keep Law And Order week later. By then too many of the cities population was killed off. The Government still has Military and Police forces ineffect to hold Law, However its mainly do whatever for survival, At all costs. including Raid, Pillage, and Kill.

1 lone individual-1 guy

1st guy, Recluse, Jack of all trades Craftsman, Defender.

Drives- SALVATION – Base Vehicle:

1972 Plymouth Satellite (boxy muscle car chassis)

Heavily modified beyond recognition — think Mad Max meets DIY military experiment

Armor & Exterior Mods:

Full exo-cage like a reinforced stockcar roll frame

Diamond plate steel doors, welded shut

Front and rear fender flares—bolted steel extensions, over dually rear wheels

4x4 conversion: raised suspension with monster-grade all-terrain tires

Spiked snow blower frame mounted to front bumper with rotating saw blades

8 straight-pipe exhaust stacks (4 per side), shooting fire and steam through the hood

Lighting & Visibility:

A-pillar mounted searchlights (adjustable, rigged for sweeping)

Roof strobe beacons (red and white) — visible during nighttime raids

Bulletproof window inserts — narrow vision slits and wire-mesh over glass

Interior Features:

Manual kill-switch ignition (knife-lever starter)

Steel-grate floor plating

Harness racing belts in place of seatbelts

Roof escape hatch – slide-bolt locking system

Stripped interior — all analog, no digital systems

Paint & Identity:

A faded, hand-painted name across the hood in white: "SALVATION"

Scorch marks, blood splatter, riveted patches across every inch

A kill tally discreetly welded into the driver-side fender.

3 groups of 4-8 people
1st group

RAIDERS- 8 people, 6 guys, 2 girls, That Raid, Pillage, Houses, Apartments, Factories, Buildings. and Have no problem killing other survivors for their belongings to benefit themselves. They have no respect for the law. RAIDERS, Are known for their MATTE BLACK PAINTED custom built and Modified, Weaponized and Armored Cars, Trucks, Vans, Motorcycles.

1st guy, Group LEADER- Psychopath, Master of Illusions, Warlord

2nd guy, Wanderer, Dummy, Career Criminal

3rd guy, Trickster, Destroyer

4th guy, Fallen Hero, Ex Military Special forces Soldier

5th guy, Serial Killer, Adventurer

6th guy, Follower, Con Artist,

1st girl, Scheme, Temptress

2nd girl, Court Jester, Consumer

2nd Group

THE SURVIVORS- 4 people, 3 guys, 1 girl. just a group in a zombie infested city trying to survive at all costs, making and building shelter, gathering, harvesting food, and having something to drink. protecting them selfs.

1st guy, Group LEADER, Visionary, Patriarch, Evangelist

2nd guy, Wise Old Man, Lost Soul, Architect, Craftsman

3rd guy, Addict, Sociopath, Loser, Escapist

4th guy, Suffering Savior, Nurturer, Follower, electrical Craftsman

1st girl, Seeker of Vengeance, Warrior, Boundless Optimist

3rd Group

THE HUNTERS- 4 girls, 4 guys, just a group in a zombie infested city trying to survive at all costs, making and building shelter, gathering, harvesting food, and having something to drink. protecting them selfs. However they seek to hunt out and kill all Zombies and Raiders. Also help other survivors.

1st girl, group leader. Trickster, Adventurer, Outlaw

2nd girl, Wise Woman

3rd girl, Wanderer, Maiden

4th girl, Visionary,

1st guy, second group leader. Intellectual, Follower, Architect

2nd guy, Innovato, Warrior

3rd guy, Cynic, Rogue Hunter

4th guy, Shadow Self, Loner

City has largely populated city blocks consisting of Sky scraper buildings, Large malls, Huge factories, Ware houses. Large city blocks with large residential apartment complexes, Multi and Single family houses, Few public parks and Play grounds, Subways and Stations, Middle, High, and Collage schools, Sports stadiums, Bars and Clubs, Hospitals, Police departments, Fire departments, Large parking lot garages, Hotels and Motels, Huge cityhall building, Banks, Food marts, Gas stations, Small stores, A Jail and A Prison, Junkyard lot, A Construction site, Large casino, A large Industrial site, Lumber mill and Yard, Military base, Bus station, Air port, Armory, Truck and Boat loading docks and Harbor, Boat piers. Have a part of the city like the Slums / and Like the Hood, with old run down and abandoned buildings, Houses, Apartments, Factories, Stores, Ware houses.

Streets and Roads of city will have, Large city block streets, Bridges, With Overpasses, Alleys and Dead-end streets.

Outside the city limits there is a small forest, Rivers, Lakes, Swamps, Partially dug up open gaves in a few large and small Grave yards, Moutains, Cayons, Waterfalls, Water dam.

the zombies- zombies remember their past lives, zombies attack both humans and other zombies, Zombies don't follow normal Zombie tropes, Zombies are stronger than normal, Zombies can Run, Zombies dont need sleep and day or night has no effect on them, zombies have strong sense of smell and hearing, zombies can think and plan, zombies are resistant to pain, bites or scratches dont make more zombies, Zombies only weaknesses are low intelligence, bit clumsy, lack of balance and coordination, cant talk.

REVENANT CITY: REFORGED EDITION

ACT I – “THE REAWAKENING”

Opening Sequence – “Digging Up the Past”

Present-day America. News clips, body cam footage, and surveillance leaks expose “Operation Lazarus.”

Corpses exhumed, wired with artificial hearts/brains, given grotesque synthetic skin if too decomposed.

Purpose: Return the dead to labor, pay taxes, boost GDP.

“They’re not people. They’re assets.”

But something's wrong... from day one, the reanimated display aggression, hunger, and violence — even toward each other.

The Zombies are not like in movies:They run.They plan.They kill humans and each other.They remember... fragments of their past lives.

Initial Outbreak

First escape: A surgical bay riot at a secret lab.

Within 48 hours, city spirals into chaos.

Martial Law declared, but the undead are too fast, too coordinated.

Zombies do not sleep, unaffected by night or day. Gunfire and screams echo endlessly through the concrete jungle.

ACT II – “THE DEAD CITY”

Setting: Urban Hell

Downtown turned into a blood-soaked battleground. Skyscrapers loom like tombstones. Smoke pours from crumbled towers.

Claustrophobic sequences in:Subways filled with rotting bodies.Mall back corridors, filled with echoing moans and broken mannequins.Creaking parking garages, where shadows sprint between columns.

Lone Man: “The Ghost in the Smoke”

Doesn't join groups. Moves through sewers, burned-out stores, rooftops.

Fortified junkyard hideout. Watches, listens, helps when needed, then disappears.

He builds and repairs things others can't. Ghost legend among survivors.

The Factions Collide

scene 6-7 SURVIVORS — now holed up in an abandoned cathedral, slowly fortifying it:

Turn stained glass into shatter-proof reinforcements.

Build rain catchers on the roof.

Hollow out crypts to create storage and escape tunnels.

Some break under pressure. Others bond. A family of misfits.

RAIDERS — rule the highway perimeter, controlling gas and supply lanes.

Their custom weaponized matte black vehicles dominate.

They host death races, gladiator fights for entertainment.

The Warlord holds the city bridge, demanding tribute in blood or fuel.

Brutal, tribal, constantly testing each other for weakness.

Their world: "Speed, blood, chaos."

HUNTERS — guerrilla-style, moving in 2-man cells. They strike from the forests and ruins.

They ambush, decapitate, burn bodies to prevent resurrection.

Secret goal: uncover how to kill the zombies permanently.

Some believe the zombies can be "freed" from memory—others disagree.

Evolved Zombies Rise "Echo Class" Zombies appear: Smarter. Use tools (clubs, pipes). Lay ambushes. Some react emotionally to survivors — as if they "know" them.

Emotional scene: Lone Man hides in a liquor store. A zombie woman walks past a child's toy. She stops, stares. Moans softly. Then moves on.

9. Fortifying the Church

Survivors reinforce the old cathedral with scrap, concrete, and salvaged tech.

Electric fences wired with portable solar rigs. Roof modified for sniper roosts.

Marcus begins holding evening reflections; Zara trains the others in melee combat.

Church becomes sanctuary, then command center.

10. Raiders Take the Bridge

Kael "Blackmouth" executes a merchant over stolen gas.

Declares martial law in his territory. Sets curfews, demands tribute.

Police patrols avoid Raider zones — still arrest looters elsewhere.

Cole Redd watches, silent. Internal conflict growing.

11. Subway Tunnel Chase

Zara leads a supply run through abandoned subway lines.

Evolved zombies crawl on walls and ceilings — jerking, almost spider-like.

Claustrophobic sprint through collapsing corridors.

One survivor is dragged into darkness, screaming — others escape barely.

12. The Lone Man's Map

In his junkyard bunker, he pins zombie movement patterns on a city map.

Marks subway “dead zones” — areas with zero undead presence.

Suspects a hive point or control beacon.

13. Echo Class Hospital Ambush

Hunters investigate an overrun hospital for medical gear.

Zombies show eerie behavior: one knocks on a wall — another waits near stairs.

Vex snipes from above as Aria escapes with vials of Lazarus-grade stimulant.

14. Church Evolution Montage

Rooftop garden starts to grow.

Rain-catchers built with old signage.

Security cameras rigged with scavenged phones and solar chargers.

It's not just a fort — it's a new society seed.

15. Internal Conflict

Jake caught siphoning painkillers.

Horace wants to expel him. Zara argues for second chances.

Lone Man leaves a mysterious care package of morphine and rope at the church gate.

17. Factory Ambush

The HUNTERS explore an abandoned auto plant rumored to have power cells.

Inside: Black Skins watching silently from the rafters.

Lights shut off. Zombies drop down — pure chaos.

Aria loses a Hunter squadmate.

Lone Man pulls her from the conveyor line as zombies swarm the floor.

17b. The Blackout Rescue

A storm wipes out the solar-fed power grid at the church.

Water filtration fails. No lights. Radios cut out.

Zara, Lenny, and Aria head to a graveyard's old maintenance facility to fix a backup generator.

Echo zombies communicate by knocking — a primitive code.

Aria uses smoke flares and broken mirrors to mislead them.

They nearly get pinned — but Lone Man cuts through the rear door and leads them to safety.

He disappears again as lightning flashes.

18. Kael's Feast

Raiders host a brutal execution to celebrate a fuel raid.

Kael hallucinates the zombies are "his creation," speaks to them like gods.

Cole's rage is visible — but he waits for the right moment.

18b. Echo Archive Discovery

Dr. Camila, analyzing corpse movements, finds disturbing anomalies.

At an abandoned office, they find a Black Skin drawing a child's name on glass.

A cracked Lazarus data cube is found nearby — voice logs from a dying scientist:

"We gave them memories to obey... but they wanted their old ones more."

Camila realizes Echo Class zombies mourn.

19. Betrayal

Jake trades power grid schematics for a Raider hit on the church.

Regrets it immediately. Tries to warn them, but is wounded escaping.

Lone Man saves him — but says nothing.

20. Siege of St. Gideon's

Raiders attack the church fortress as zombies breach the outer block

Electricity flickers. Gunfire from choir balconies.

Black Skins smash through the crypts beneath.

Aria and Zara defend the bell tower. Lenny keeps the water flow alive.

ACT III – "THE FALL AND THE FORTRESS"

Pressure Cooker

Zombies are growing smarter.

RAIDERS want to seize the church-fortress the Survivors are building.

HUNTERS discover something horrifying: Echo Class zombies may be the next stage — not failures, but the intended result of Operation Lazarus.

Showdown Locations

Bridge Battle – The RAIDERS vs HUNTERS on the city's last working overpass.

Slum Maze – a claustrophobic zombie hunt through collapsing housing blocks.

The Church – Final stand. Zombies flood the sanctuary.

Survivors fight hand-to-hand in the bell tower.

Echo Class break through the stained glass, dragging Raiders down with them.

Final Moments

Lone Man arrives, helps with the final defense, then slips away.

Voiceover (from Vengeful Girl's journal):

"Some say he was never real. A shadow with a welder's torch. But we know. He made us believe we could survive."

Lone Man leaves through underground tunnels as dawn breaks. Still alone. Still watching.

Post-Credit Scene

Camera pans over a hidden underground lab, still active.

A corpse with a synthetic face opens its eyes. Its lips twitch. It whispers:

"Home..."

THEMES

The dead aren't just walking — they're evolving.

Technology playing god will always get out of hand

Strength in solitude... but survival takes trust.

Memory is both a curse and a weapon.